MARVEL

4

GENERATION X 23

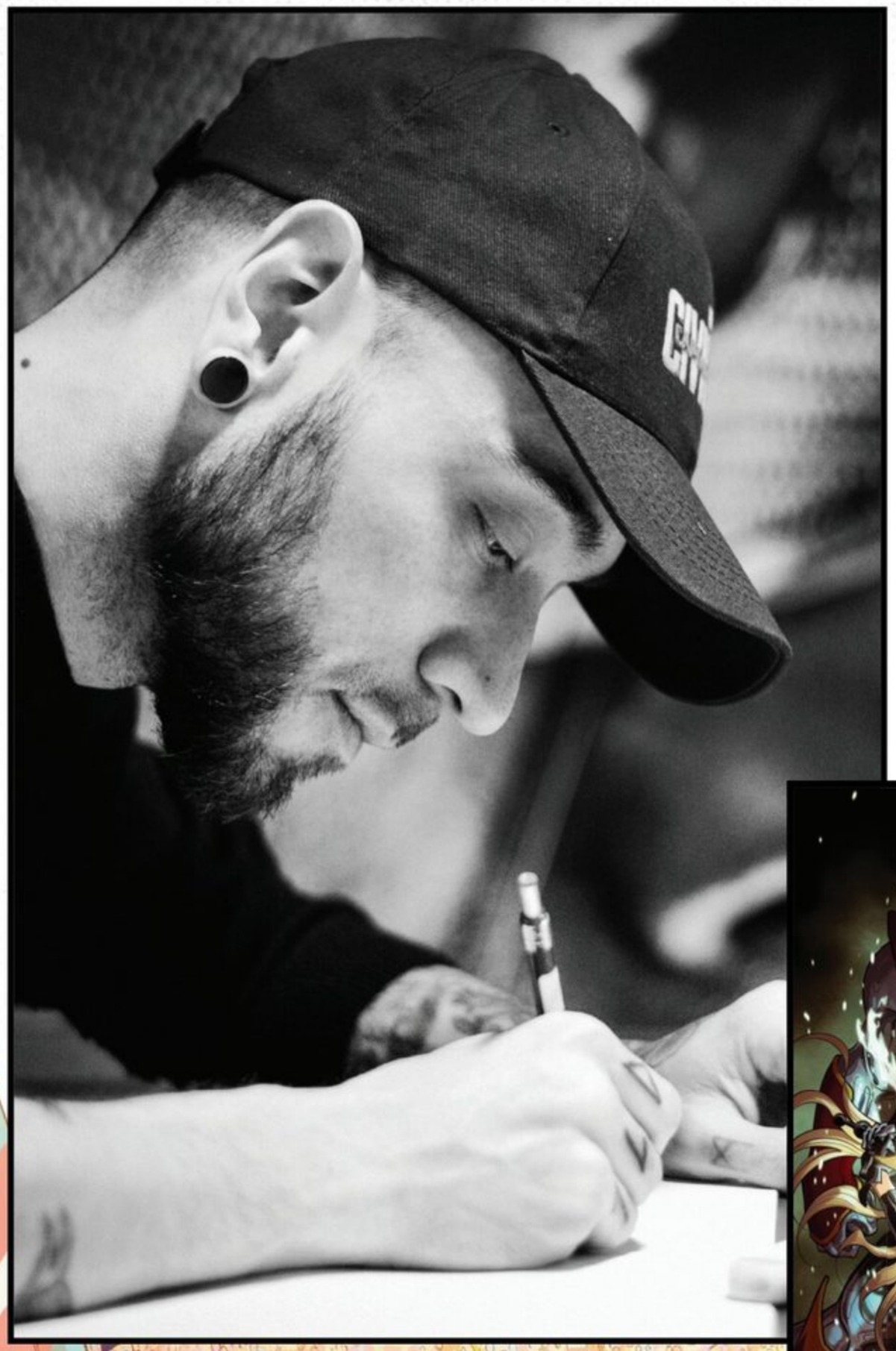
HOUSER
RENNA
ARCINIEGA

RATED T+

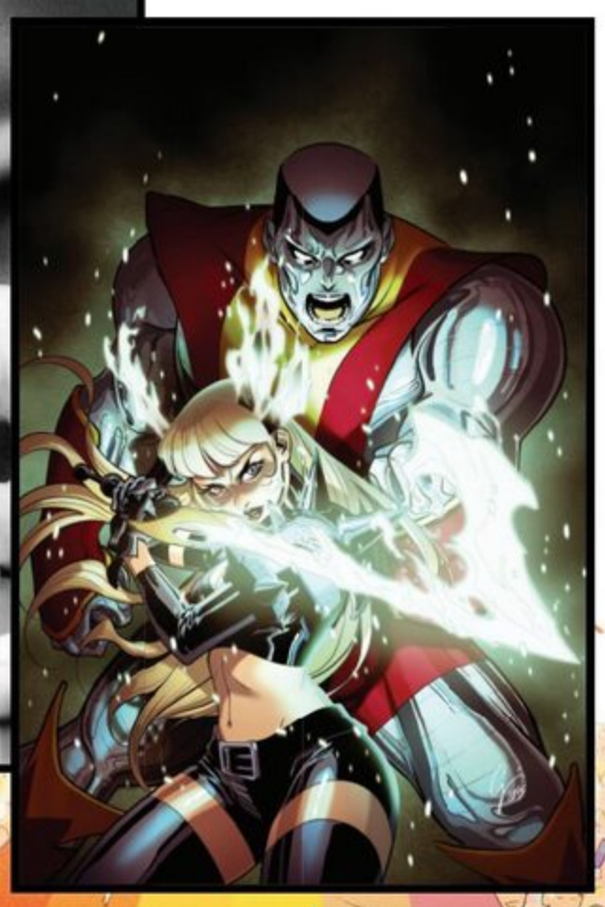
MARVEL REMEMBERS

Jacopo Camagni

1977 - 2026



Marvel is deeply saddened by the passing of artist Jacopo Camagni. Jacopo was an Italian artist who first came to Marvel in 2008 as a winner of the ChesterQuest international talent search. He was the artist of *Scarlet Witch*, *Hawkeye vs. Deadpool* and *Generation X-23*, among many others. To those who experienced Jacopo's work, he brought undeniable energy both on and off the page. He could mesh emotional character moments with big super hero action. He was Marvel family and a dear friend to so many more.



FROM **WEAPON X**, WHICH GAVE **WOLVERINE** HIS ADAMANTIUM BONES AND CLAWS, TO THEIR OFFSHOOT, **THE FACILITY**, WHICH BIRTHED **X-23**, TO **ALCHEMAX GENETICS** AND BEYOND, THE MISTREATMENT OF MUTANTS IN PURSUIT OF THE ULTIMATE WEAPON HAS REMAINED A CONSTANT. **LAURA**, AS **WOLVERINE**, HAS LONG LEFT THE LIFE OF AN ASSASSIN BEHIND. **GABBY**, CLONE/SISTER OF LAURA, HAS FOLLOWED IN HER HEROIC FOOTSTEPS AS **SCOUT**.

BUT THE LEGACY OF X-23 LIVES ON…

GENERATION X 23

LAURA and **GABBY** discovered an off-grid compound called Facility 23—a new iteration of the Facility that created her, as X-23, and named after their famous experiment. The subjects living there are the next generation of mutant weapons, this time with multiple power sets grafted together. Laura found them by following the scent of **X-80**, a young woman whose uncontrollable time-distortion powers ultimately killed her before Laura's eyes.

X-INFINITE, the leader of the **GENERATED**, as they now call themselves, explained that they are the only survivors after the humans at the Facility accidentally created a subject that unleashed an uncontrollable, deadly pathogen. Despite elaborate cover stories (including **X-99** using her shape-changing powers during check-ins to keep the off-site bosses thinking their employees were still in charge), it was only a matter of time before the Facility figured out the truth and sent agents to recoup their "investment." **X-92** teleported Laura and X-Infinite out of harm's way just as Gabby and the Generated were captured. It's up to this unlikely trio to find their friends…

"A NUMBERS GAME" PART 4

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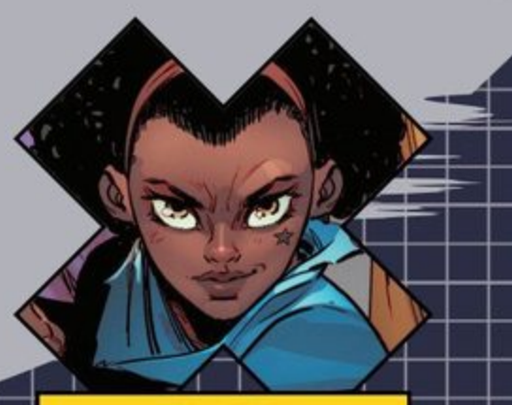
LAURA KINNEY/X-23/WOLVERINE

GABBY KINNEY/SCOUT

X-66

X-74

X-92


X-99

X-INFINITE

THERE ARE SO MANY VERSIONS WHERE THIS ALL GOES WRONG.

X-INFINITE

LAURA KINNEY (X-23)

SNIFF SNIFF

SO MANY LITTLE PIVOT POINTS.

DON'T TELL ME. YOU CAN *SMELL* THE GRADE OF GASOLINE IN THE FACILITY'S VANS.

NO. I SMELL *GABBY.*

WE *WILL* FIND OUR FRIENDS, INFINITE.

AND WE'LL MAKE THE FACILITY PAY FOR *ALL* OF IT.

THE TRACK SHIFTS, AND THE TRAIN BARRELS THE WRONG WAY.

Bklyn-Queens Expwy
1 MILE
I'VE SEEN IT OVER AND OVER AND OVER. BUT...THIS ISN'T MY STORY.
AT LEAST, NOT YET.

X-99
ARE YOU SURE LAURA WILL BE ABLE TO TRACK US?
GABBY
I TOTALLY HAVE IT COVERED. I'M LEAVING HER A TRAIL TO FOLLOW.
X-74
X-66

CUT MY ARM WHEN THEY WEREN'T LOOKING. AND PUNCHED A DRAIN HOLE IN THE FLOOR WITH MY CLAW!
SINCE THEY SHUT DOWN MY HEALING FACTOR, IT WILL KEEP BLEEDING THE WHOLE WAY!

UMM...
IT'S FINE, I DON'T FEEL PAIN OR ANYTHING. THEIR EXPERIMENTS TOOK IT AWAY.
BUT WON'T THE BLOOD LOSS BECOME A PROBLEM?

"THIS ONE. IT HAS A FULL TANK."

AND IT WON'T ATTRACT ATTENTION.

SHNK

SO YOU CAN SMELL THE GASOLINE.

JUST GET IN.

ONLY TAKES A SEC TO HOTWIRE--

NO.

I TOLD YOU TO STAY HIDDEN.

X-92

GO BACK, X-92. *NOW.*

YOU'RE *TOO YOUNG* FOR THIS DANGEROUS A MISSION.

FLICK

OW!

IS THERE *ACTUALLY* A SAFE PLACE FOR THEM TO GO?

...NOT REALLY.

THEN THE *SAFEST* PLACE IS WITH US.

BESIDES, NEITHER OF *US* CAN OPEN PORTALS. BETTING THAT WILL COME IN HANDY.

HAVE *MEDICAL* MEET US BY THE CELLS. ONE OF THE SUBJECTS IS INJURED.

THERE ARE VERSIONS WHERE GABBY IS *CAUGHT* BEFORE SHE CAN EXECUTE HER PLAN.

VERSIONS WHERE SHE BLEEDS *TOO MUCH.*

VERSIONS WHERE LAURA *LOSES* THE SCENT AND THEY *NEVER* SEE THEIR FRIENDS AGAIN.

GHOSTS OF *OTHER TIMELINES* THAT LURK IN THE SHADOWS.

I'VE GOTTEN *LOST* IN THEM A FEW TIMES.

BUT I FOUND MY WAY BACK.

AFTER ALL, I LEARNED TO FOLLOW A PATH BY WATCHING THE *BEST.*

THEY WERE HERE.

YOU'RE SURE?

BATHROOM BREAK.

I TAKE IT BACK. YOU *ARE* A SUPER HERO.

I REALLY BELIEVE THAT IN THIS VERSION, LAURA *WILL* FIND THEM.

AFTER ALL, SHE FOUND *ME.*

SIZZZZT

SHZZT

SHZZKK

SKKRRRR

SHKSSSK

CLEAR.

SO FEW VEHICLES. FASCINATING. THEY MUST BE CUTTING THEIR BUDGET. OR AUTOMATING AS MUCH AS POSSIBLE.

PERHAPS BOTH.

OR THEY HAVE THE DAY OFF.

WITH THE PRIZES THEY JUST BROUGHT IN?

IT *SHOULD* BE ALL HANDS ON DECK.

GOOD POINT...

REMEMBER WHAT WE AGREED, 92. YOU HIDE HERE WHILE WE FIND AND FREE THE OTHERS.

WE TAKE MORE THAN 20 MINUTES, AND YOU 'PORT *AWAY.*

SHNG

DO YOU HAVE A SCENT?

FWMP

THIS WAY.

GOOD. GO AND FIND THE PRISONERS.

WHAT ARE YOU DOING?

IF THEY'VE AUTOMATED THE WHOLE FACILITY'S DEFENSES, THAT MEANS MORE UNIT 23S.

A LOT OF THEM.

CONTROL CENTER SHOULD BE THIS WAY. I'LL MAKE SURE THEY'RE OUT OF YOUR WAY.

SPLITTING UP FEELS LIKE A BAD IDEA.

BUT I DON'T HAVE A BETTER ONE.

GABBY'S BLOOD IS GONE. COULDN'T BE THAT SHE--

NO, CAN'T THINK LIKE THAT. GUESS THEY FINALLY PATCHED HER UP.

BUT THERE'S A *FAINT HINT* OF HER AND THE OTHER KIDS.

CAN *BARELY* SMELL IT UNDER THE DISINFECTANTS...

BUT IT'S ENOUGH.

HURRY IT *UP*, INFINITE.

WRRRR

HE *DID IT.*

AND *THAT* CLEARS THE PATH.

CAN'T LET GABBY SEE THEM ON THE WAY OUT. SHE'LL WANT THE *WHOLE PACK.*

SCENT'S TOO FAINT HERE TO--

NOOOO!

GAAAAAAH!

I'VE SEEN TOO MANY VERSIONS OF *THIS.*

BAM BAM BAM

SORRY, GABBY. I'LL BE *RIGHT BACK.*

LAURA *ALWAYS* MAKES THE SAME CHOICE.

AND SHE'S ALWAYS *TOO LATE.*

OUT OF... CONTROL...

NO! THIS WASN'T WHAT WE--

WHERE IS INFINITE SENDING THEM?!

DID HE PLAN THIS FROM THE--

FWMP

PLEASE! X-23! YOU HAVE TO HELP ME!

FRANK'S BLOOD WON'T TRICK THEM IF THEY COME BACK!

IF YOU KNOW WHO I AM, YOU KNOW WHY I'M HERE.

WHERE ARE THE CHILDREN WHO WERE BROUGHT IN OVERNIGHT?

YES! YES, OF COURSE! I'LL TAKE YOU TO THEM! WHATEVER YOU WANT!

JUST GET ME OUT OF--

=GURKCHHHH=

NO!

MY, MY. CONSORTING WITH THE ENEMY?

SHE WAS UNARMED.

AND A MONSTER. ALL OF THEM ARE.

SORRY. WERE.

I THOUGHT YOU *WANTED* TO MAKE THE FACILITY PAY. I *THOUGHT* THAT'S WHY WE'RE HERE.

NOT LIKE THIS. AND YOU *KNOW* THAT.

DON'T *PRETEND* YOU'RE STUPID.

IF YOU *INSIST...*

BEEP

SNIKT

RAAAAUUUGH!

SNIKT

YOU... YOU...

KILL YOU!

LOOKS LIKE...*PART* OF KIMURA.*

*THE FOE THAT ABUSED X-23 AT THE FACILITY BACK IN THE DAY. --MARK-23

BUT *NOT* HER STENCH. COULD *NEVER* FORGET THAT.

THOOM

SKREEEEENG

HAHAHAHA!

OF COURSE...

CRACK-BANG

THINK

OOF.

BIG AND MEAN.

AND FAST.

BUT I'M FASTER.

SNAP

THIS IS WHY YOU SHOULDN'T MAKE THINGS WITH *SO MANY* LEGS.

TOO MANY POINTS OF *FAILURE.*

SHHKRK

RAAAAAUGH!!

SHUNKT

NNNGH!

NOT GOOD.

KTHUK

TOO MANY.

NEED TO GET *FREE* BEFORE--

SHUUKTHUK

SHUUKTHUK

SHUUKTHUK

RRRRGH...

I *TOLD* YOU...

...I DON'T TRUST YOU TO ***FREELY*** OFFER THE DNA SAMPLES I NEED.

AND NOW WE'RE IN A ***FAR*** BIGGER LAB. WITH EXPONENTIALLY ***MORE*** RESOURCES.

AND THEY'LL SHUT YOU DOWN ***HERE*** TOO.

I'D HAVE ***THOUGHT*** YOU WOULD HAVE FIGURED IT OUT BY NOW.

I'M THE ONE WHO REPORTED THAT FACILITY 23 WAS ***COMPROMISED.***

WHY?!

BECAUSE I KNEW THAT YOU'D NEED ***MOTIVATION*** TO HELP ME TAKE CONTROL OF THIS PLACE.

BESIDES, ISN'T THIS WHERE ***X-23*** TRULY BELONGS?

INSIDE A ***LAB?***

BEEP

SHOULD *NEVER* HAVE TRUSTED HIM.

BUT THE *GUILT* HE TALKED ABOUT FEELING...

...THERE WAS *SOME BIT* OF TRUTH IN THERE.

I'LL *BLEED OUT* IF I'M NOT CAREFUL.

IF I HADN'T STARTED HEALING AROUND THE CLAWS *BEFORE* THE POWER SUPPRESSOR...

THOSE WEIRD *TEMPORAL DISTORTIONS* AGAIN?!

IT'S TIME TO STOP *WATCHING* THE POSSIBILITIES...

FINALLY!

TIME TO BE *PART OF THE STORY* AGAIN.

I WAS WORRIED I'D *NEVER* GET TO YOU!

DO YOU KNOW HOW *HARD* IT IS TO FIND THE RIGHT MOMENT WHEN YOU'RE *DYING?*

X-80

TO BE CONTINUED!

X-MENTIONS

A HARD LAND, MADELYNE, WHERE ONLY THE TOUGHEST AND WILIEST OF CREATURES HAVE EVEN A HOPE OF SURVIVAL.

- Hey, remember back in the day when certain Marvel titles would accelerate their release schedules during the summer months, providing a greater machine gun of intensity to their storylines? Well, we're doing it again this summer with **X-MEN**, **UNCANNY X-MEN** and **WOLVERINE**! Expect to find new issues of your favorite titles on your retailer's shelves twice a month during this summer bonanza! As for what you'll see:

- **X-MEN #31** showcases the X-Men's science team, who investigate an unexpected anomaly and find far more than they bargained for!

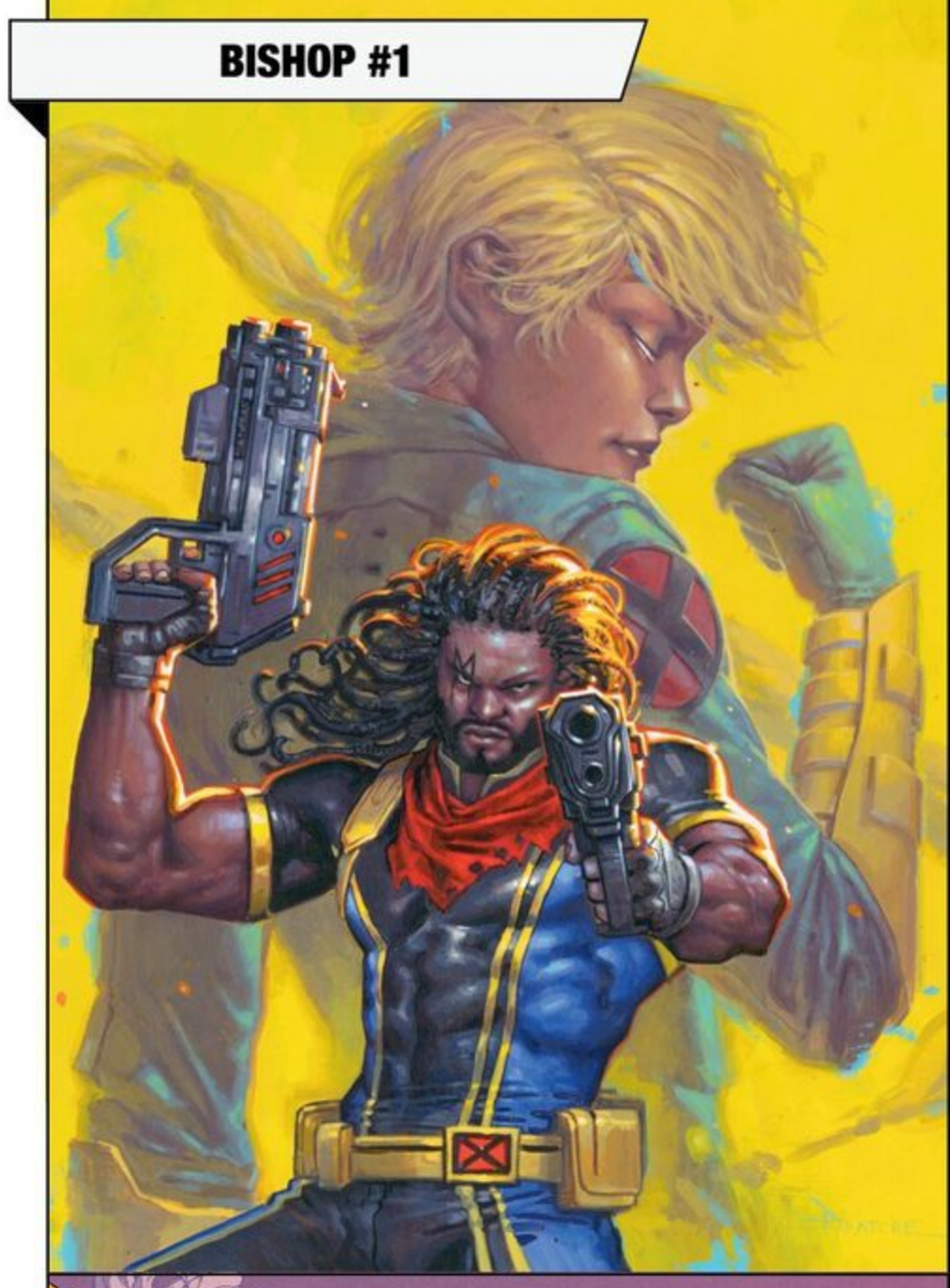
- **UNCANNY X-MEN #29** brings the ongoing saga of Graymalkin Prison to a climax as the true identity of Inmate X is revealed and everything hits the fan!

- A BREAK or straight-up BROKEN? You'll have to read **WOLVERINE #21** to see what shocking thing happens to Logan during his latest tussle with primal forces like the Adamantine! Plus: Titania and the Absorbing Man!

- Revisit a fan-favorite era in the mighty mutants' past in **X-MEN: OUTBACK #1**! **Steve Orlando** and **Stephen Segovia** journey back to a time when the public believed Storm, Wolverine, Rogue, Colossus, Dazzler, Havok, Psylocke and Longshot were dead. But from their Australian headquarters, these X-Men struck from the shadows to protect humanity! But why did the team choose the Outback as their home base? How did tensions between them almost tear the team apart? And which of their old enemies threatened to expose their secret?

- The time-lost X-Man is back! Bishop has always lived by a strict code. But that code will get called into question when his sister, Shard, is sent to the present right before she died! Will Bishop adhere to his principles and protect the timestream? Or will he risk it all to save the most important person in his life? **Saladin Ahmed** and **Mario Santoro** will put the tough-as-nails mutant through the ringer in **BISHOP #1**!

AS THIS PAGE WAS GOING TO PRINT, WE WERE SADDENED TO HEAR OF THE UNEXPECTED PASSING OF JACOPO CAMAGNI, ARTIST OF GENERATION X-23. OUR CONDOLENCES TO HIS FAMILY. ALL OF MARVELDOM IS DIMINISHED BY THIS TRAGIC LOSS. R.I.P.



5 FUN FACTS ABOUT: TONY S. DANIEL

ARTIST OF X-MEN

1. I grew up drawing. I loved watching cartoons and looking at comics, especially anything Spider-Man-and Marvel Comics-related. I was always Spider-Man for Halloween, and my favorite Spidey villain was the Green Goblin. I was heartbroken the year I tossed my Green Goblin into the air and his lab coat got him caught on a tree branch. It's possible he's still hanging there waiting for me to get him down.

2. I established a comic book company in 4th grade along with five or six other students. The characters were very Looney Tunes in style, though they were super heroes. We were in a strict Catholic school whose nuns, when we were caught passing our books around, would tear them up in front of the whole laughing class. That 64-page annual of Ball and the Gang will never be read!

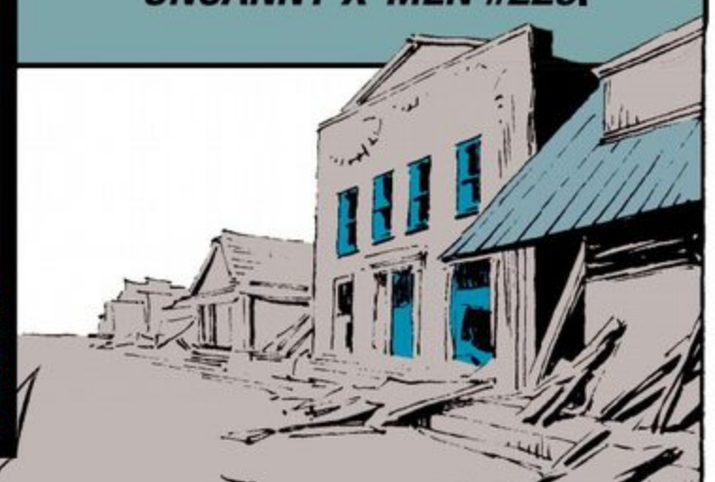
3. John Byrne and Mike Zeck were my favorite artists growing up. I loved X-MEN, FANTASTIC FOUR and PUNISHER in particular. SECRET WARS was a huge inspiration for me back then. I modeled much of my approach after the two of them when I started to draw in a more serious, "traditional" comic book style as a teenager.

4. I started drawing comics professionally at the age of 21. My first Marvel work was X-FORCE ANNUAL #2 back in 1993. It was a great opportunity for someone so young, and I was truly learning on the job. I didn't know perspective, but not for lack of trying. The instructional books at that time weren't geared for what I needed. There were a lot of technological advances in the first ten years of my career that would've made life a lot easier. All said, there is something for learning the hard way.

5. I grew up in a family full of artists and painters. I like to paint in my free time as I find it refreshing and relaxing. I also sometimes dabble in writing, whether it's comic books or screenplays. In the past, I've developed screenplays with Mark Williams of Zero Gravity (*Ozark*) and with Bruce Davey of Icon (Academy Award-winning producer of *Braveheart*) as co-writer.

KEY BACK ISSUE OF THE MONTH:

THE X-MEN FIRST RELOCATED TO THE AUSTRALIAN OUTBACK IN 1988, IN *UNCANNY X-MEN #229.*



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CHECKLIST ON SALE MAY 2026

- ❑ **CGD ARMAGEDDON/X-MEN #1** – Free from your local retailer on Comics Giveaway Day! Your first look at ARMAGEDDON and the next X-MEN event! Plus Doom!

X-TEAMS

- ❑ **X-MEN #29** – "Danger Room" Part Four: The Danger Room has obliterated the X-Men. Or have they?
- ❑ **X-MEN #30** – "Danger Room" Part Five: Given that there's another chapter, I'd say not!
- ❑ **UNCANNY X-MEN #28** – Why are the New Mutants here? And where are the Outliers?
- ❑ **X-MEN UNITED #3** – While the X-Men aid Captain America in the past, the Beast and Magneto argue ethics in the present!
- ❑ **GENERATION X-23 #4** – The Facility has captured Scout and the new Generated, but an unrelenting Laura Kinney is in pursuit!
- ❑ **INGLORIOUS X-FORCE #5** – The Nasty Boys release Archangel's darkest self!

SOLO SERIES

- ❑ **WOLVERINE #20** – Learn the truth of the Savage Champions and their connection to the Adamantine!
- ❑ **CYCLOPS #4** – Bereft of his power-controlling visor, Cyclops gears up for war against the Reavers!
- ❑ **MOONSTAR #3** – The cursed sword Dáinsleif cleaves through Dani's memories!
- ❑ **MAGIK & COLOSSUS #4** – It's brother against sister at the command of Baba Yaga!
- ❑ **ROGUE #5** – It's time for Rogue to pay the price for her past actions!
- ❑ **STORM: EARTH'S MIGHTIEST MUTANT #4** – Furaha, Storm's daughter from tomorrow, has arrived!
- ❑ **WADE WILSON: DEADPOOL #4** – Hammerhead has learned Wade's secret—and he wants it for himself!
- ❑ **WOLVERINE: WEAPONS OF ARMAGEDDON #4** – Primewarrior pits Wolverine, Nuke and Dave Colton against one another—with a shocking result!

RETRO PROJECTS

- ❑ **PSYLOCKE: NINJA #5** – Psylocke and Elektra must put aside their differences to save Jubilee from the Snakeroot Clan!

LINDSEY COHICK & **CY PEDRO BELTRAN** – Assistant Editors
ANNALISE BISSA – Associate Editor
MARK BASSO & DARREN SHAN – Editors
TOM BREVOORT – Conductor of X

NEXT:

VENGEANCE OF X-23!

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